# Minh Thang Cao

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# **Experience**

## **Software Engineer Intern**

Pattern

May 2022 - Aug 2022

- Developing server endpoints, data modules and <u>AWS Lambda</u> with <u>Node.js + TypeScript</u> integrated with Terraform which helps automate workforce recruitment and management processes (currently manual) by 90%.
- Applying new design to the Flutter mobile app by creating an internal UI library with reusable widgets.

#### **Software Engineer Intern**

Kinaxis

Sep 2021 – Dec 2021

Developed an interactive <u>data visualization</u> with <u>D3.js</u> library integrated with TypeScript + HTML environment which enhanced the ability to analyze supply chain allotment data and debug issues, assisted onboard Kinaxis's new developers by providing supply arrangement algorithm's insights.

#### **Software Engineer Intern**

Kinaxis

May 2021 - Aug 2021

- Investigated and implemented in  $\underline{C++}$  a product cycle detection graph algorithm that combines variances of strongly connected components and cycles enumeration algorithms to enhanced supply planning outputs for over 200 global enterprises.
- Improved the <u>running time</u> of the platform in cycles detection from more than <u>12 hours to 1 second</u> on a customer data set, produced high-quality and more detailed cycle data compared to the previous version.

#### **Volunteer Front-end Developer**

**CU** Blueprint

Sep 2020 - Aug 2021

Beneficent CRM &

- Developed a CRM full-stack web application for a non-profit organization that significantly improves the processing time of their services by migrating to software-automatic workflow.
- Collaborated with developers and designers in an <u>Agile</u> team, building a user-friendly and responsive user interface with reusable components using React + TypesScript and CSS that integrates with Node.js server.

#### **Undergraduate Research**

**Carleton University** 

May 2020 - Aug 2020

Closest-pair Doubling &

- Explored a <u>divide-and-conquer algorithm</u> that calculates the closest-pair distance of points on multi-dimensional spaces without knowing coordinates using the doubling dimension definition.
- Implemented from scratch with C++, analyzed and proved the algorithm's logarithmic running time in practice
  by analyzing the output data and successfully led the original research project to a conclusion.

#### **Teaching Assistant**

#### **Carleton University**

**Sep 2020 – Apr 2022** 

- Participated in engaging tutorial sections to help professors guide more than 2000 students through materials of Computer Science courses, graded and provided detailed feedback for students' assignments and tests.
- Holding weekly office hours to answer questions and help students improve their understanding of the materials.

# **Projects**

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Python, Flask, JavaScript, HTML, CSS, Jinja2, Socket.IO, SQLAlchemy, PostgreSQL

- Built an online real-time Go game using Flask with Jinja2 template integrated with Socket.IO.
- Designed the SQL data models with SQLAlchemy and stored data in a PostgreSQL database.

Connect 4 8

JavaScript, React, HTML, CSS, Node.js, Express.js, Socket.IO, MongoDB

 Developed a full-stack web game using the <u>MERN stack</u> technologies with React responsive user interface and Node.js RESTful API endpoints that process queries efficiently.

#### **Education**

**Carleton University** 

Ottawa, Ontario, Canada

Bachelor of Computer Science

Sep 2019 – May 2024 (Expected)

**CGPA**: 11.64/12 (**A**+). On **Dean's Honour List** since 2019.

## **Skills**

Languages: Python, JavaScript, TypeScript, C/C++, Java, Kotlin, HTML, SQL

Technologies: React, React Native, Node.js, Express.js, Flask, SQLAlchemy, MongoDB, CSS/SASS, Git, Linux